1. Java1000 Getting Started, Part 1
2. Java1001 Getting Started, Part 2
3. Java1005 Some Simple Components
4. Java1010 Properties, Events, and Methods
5. Java1015 Transparency and Preferred Size
6. Java1020 The border Property, (Part 1, Etched Border)
7. Java1021 The Border Property (Part 2, BevelBorder and EmptyBorder)
8. Java1022 The Border Property (Part 3, CompoundBorder)
9. Java1023 The Border Property (Part 4, LineBorder, MatteBorder, and TitledBorder)
10. Java1024 The Border Property (Part 5, Nested Compound Borders)
11. Java1025 The Border Property, Part 6 (The BorderFactory Class)
12. Java1030 Alignment Properties and BoxLayout, Part 1
13. Java1031 Alignment Properties and BoxLayout, Part 2
14. Java1032 Glue, Struts, and BoxLayout
15. Java1033 Minimum, Maximum, and Preferred Sizes
16. Java1034 Demystifying Glue and Struts, Part 1
17. Java1035 Demystifying Glue and Struts, Part 2
18. Java1036 Demystifying Glue and Struts, Part 3
19. Java1040 Using Focus in Swing, Part 1
20. Java1042 Using Focus in Swing, Part 2
21. Java1060 Analyzing Swing Components, Part 1, Concepts
22. Java1062 Analyzing Swing Components, Part 2, GUI Setup
23. Java1064 Analyzing Swing Components, Part 3, Construction
24. Java1066 Analyzing Swing Components, Part 4, Inheritance
25. Java1068 Analyzing Swing Components, Part 5, Interfaces

Java1000 Getting Started, Part 1
In this series of lessons, I plan to get down to fundamentals and provide explanations of many Swing operations that were not clearly explained in the previous lessons. Perhaps a better name for this lesson would be "A Fresh Start."

Table of contents

Preface

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Java1001 Getting Started, Part 2
In Part 1 of this lesson, I discussed Event Handling and Lightweight components. In this part, I will discuss MVC, JavaBean Components, and the Java interface.

Table of contents

Preface

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Java1005 Some Simple Components
This series of lessons titled "Swing from A to Z" discusses the capabilities and features of Swing in detail. This series is intended for those persons who need to understand Swing at a detailed level.

Table of contents

Preface

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Java1010 Properties, Events, and Methods
Swing components are JavaBean Components. One of the most important things that we can do to understand Swing is to learn about the properties, events, and methods that Swing components exhibit. Many are inherited from the class named JComponent and its superclasses. These properties, events, and methods apply to Swing components as a group. Learning about the inherited properties, events, and methods, makes it possible to learn a great deal about most Swing components without having to consider them individually.

Table of contents

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Java1015 Transparency and Preferred Size
The primary purpose of this lesson is to illustrate the use of the opaque and preferredSize properties of Swing components.

Table of contents

Preface

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Java1020 The border Property, (Part 1, Etched Border)
This series of lessons is currently examining the properties of the JComponent class that are inherited by many Swing components. This lesson introduces the border property and shows how it can be used to enhance the appearance of many Swing components.

Table of contents

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Java1021 The Border Property (Part 2, BevelBorder and EmptyBorder)
Properties of the JComponent class are inherited by many Swing components. This lesson shows you how to use the border property to place fancy borders on Swing components. Four different standard borders have been discussed so far: EtchedBorder, BevelBorder RAISED, BevelBorder LOWERED, and EmptyBorder.

Table of contents

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Java1022 The Border Property (Part 3, CompoundBorder)
Introduces the CompoundBorder class as a way to combine two border styles to produce a new border style. One of the two borders serves as an inside border. The other serves as an outside border. Any two Border objects can be combined, and either can be a CompoundBorder object, leading to a nesting capability.

Table of contents

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Java1023 The Border Property (Part 4, LineBorder, MatteBorder, and TitledBorder)
This lesson continues the discussion of the CompoundBorder class as a way to combine border styles to produce a new border style. This lesson discusses and illustrates the use of LineBorder, MatteBorder, and TitledBorder, each combined with EmptyBorder.

Table of contents

Preface

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Java1024 The Border Property (Part 5, Nested Compound Borders)
Swing compound borders allow you to combine two different border styles into a single border. Swing Border objects, including compound borders, can be nested to produce very complex borders. This lesson illustrates the use of nested compound borders.

Table of contents

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Java1025 The Border Property, Part 6 (The BorderFactory Class)
The factory methods of the BorderFactory class can be used to produce Border objects that are shared, and therefore can be more memory-efficient than their counterparts instantiated using the new operator. You can specify the highlight and shadow colors for various Border objects. However, you need to be careful when you do. Otherwise, you may spoil the 3D optical illusion for many observers.

Table of contents

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Java1030 Alignment Properties and BoxLayout, Part 1
This lesson introduces you to the Box container and the BoxLayout manager and discusses a number of characteristics of each. Screen shots are provided that illustrate the behavior of the BoxLayout manager.

Table of contents

Preface

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Java1031 Alignment Properties and BoxLayout, Part 2
This lesson shows you how to use a Box container with its default BoxLayout manager. It also shows you how to place components on the horizontal axis, and how to establish their vertical positions relative to one another by setting the alignmentY property value.

Table of contents

Preface

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Java1032 Glue, Struts, and BoxLayout
This lesson will refresh your memory on how to use a Box container with its default BoxLayout manager. It will also show you how to place components on the horizontal axis, and how to insert glue and struts between the components so as to produce the behavior for which the glue and strut components are intended.

Table of contents

Preface

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Java1033 Minimum, Maximum, and Preferred Sizes
Every component that extends JComponent has the following three properties: preferredSize, minimumSize, and maximumSize. Different layout managers behave differently with respect to these three properties.This lesson shows you how to control the values of these three properties. It also shows you how a BoxLayout behaves with respect to these properties when the physical size of the container is changed.

Table of contents

Preface

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Java1034 Demystifying Glue and Struts, Part 1
Baldwin shows you some screen shots from a program that is designed to take the mystery out of glue and struts. Rather than using glue and struts produced by the factory methods illustrated in earlier lessons, this program uses invisible spacer components of his own design that behave similarly to glue and struts but provide more capability.

Table of contents

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Java1035 Demystifying Glue and Struts, Part 2
Baldwin develops three convenience methods that provide the functionality of glue and struts. These methods can be used as alternatives to the factory methods of the Box class used for similar purposes. They differ from the factory methods in several important respects. One of the methods makes it possible to produce an elastic spacer component (glue) with an upper limit on how far the component will stretch. Another method returns a reference to an object that provides the functionality of glue and struts in a single object.

Table of contents

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Java1036 Demystifying Glue and Struts, Part 3
Baldwin shows you how to use custom methods that provide the functionality of glue and struts. One of the methods produces an elastic spacer component with an upper limit on how far the component will stretch. Another method provides the functionality of glue and struts in a single object. Just for fun, Baldwin also shows you how to use a JButton as a container.

Table of contents

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Java1040 Using Focus in Swing, Part 1
In this lesson, I provided the AWT baseline for focus traversal. In the next lesson, I will extend the concept to include focus traversal in Swing, and will contrast the two different versions of the focus traversal cycle.

Table of contents

Preface

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Java1042 Using Focus in Swing, Part 2
This lesson discusses focus traversal in Swing.

Table of contents

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Java1060 Analyzing Swing Components, Part 1, Concepts
Baldwin introduces a very useful program that displays information about any Java component, including inheritance, interfaces, properties, events, and methods. You can expand the program to provide even more information if you wish to do so.

Table of contents

Preface

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Java1062 Analyzing Swing Components, Part 2, GUI Setup
In the previous lesson, Baldwin introduced you to a very useful program that displays information about any Java component, including inheritance, interfaces, properties, events, and methods. In this lesson, Baldwin explains how the GUI for this program is set up using JFrame, JPanel, JTextArea, JScrollPane, JTextField, JButton, and JLabel components.

Table of contents

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Java1064 Analyzing Swing Components, Part 3, Construction
Baldwin has previously introduced you to a very useful program that displays information about any Java component, including inheritance, interfaces, properties, events, and methods. In this lesson, Baldwin explains the constructor for the GUI using JFrame, JPanel, JTextArea, JScrollPane, JTextField, JButton, and JLabel components.

Table of contents

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Java1066 Analyzing Swing Components, Part 4, Inheritance
Baldwin has previously introduced you to a very useful program that displays information about any Java component, including inheritance, interfaces, properties, events, and methods. In this lesson, Baldwin explains the code that gets and displays inheritance information about a component.

Table of contents

Preface

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Java1068 Analyzing Swing Components, Part 5, Interfaces
Baldwin has previously introduced you to a very useful program that displays information about any Java component, including inheritance, interfaces, properties, events, and methods. In this lesson, Baldwin explains the code that gets, sorts, and displays information about the interfaces implemented by a component.

Table of contents

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